ATARI® 2600™

RealSports™ TENNIS

EmuMovies

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NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

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1. RealSports TENNIS!

You're in the third set. The game score is 5-4, your AD. Your opponent overpowers you with a tremendous smash to your backhand. The score is DEUCE again—you're tense and tired, but you muster all your strength and go for it. Just two more points and the match is yours!

Positioned at the baseline, you prepare to serve. Maybe this time you'll ACE him and take the advantage—and then, maybe you won't. Anyway, there's no time for speculation; the ball's in the air. Your serve lands near the baseline and you rush the net to volley. This time you're ready! . . . POW! You hit a steely angle shot down the sideline. Your opponent lunges fiercely . . . stumbles . . . and misses.

The crowd stirs restlessly with excitement in the stands. You turn around to see your name lit on the scoreboard with the AD in your favor. The tension builds as you slowly move back to the service line.

It's hot! Your eyes are straining and your body's weakening after hours on the court. The clink of champagne glasses and bright white suits in the first row don't help your concentration either . . .

Across the court, your opponent crouches, ready for your serve. He's got to be as tired as you—but doesn't show it. This is your chance!

Feeling a second wind, you reel back as the ball descends. You uncoil, hitting the ball with a powerful stroke—it lands in front of your opponent's astonished face and bounces wildly to the sidelines. You've ACED him! You fall to your knees, your arms upraised in victory.

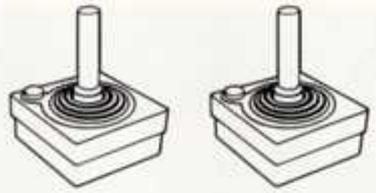
2. GAME PLAY

In order to win the RealSports TENNIS match, you must win two out of three sets. Points are scored by hitting a shot over the net that your opponent can't return. (*See Section 5,* **SCORING,** *for details.*)

Following each game, the receiver becomes the server. Also, players switch sides after the first game and then after every other game, according to the official rules of tennis.

RealSports TENNIS can be played by one or two players at slow or fast speed. In addition, each player can play with either automatic or manual racket control (*see* **DIFFICULTY SWITCHES** *for more details.*)

3. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI Game Program™ cartridge. Be sure the controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your Video Computer System™ game. Use the Joystick plugged into the **LEFT CONTROLLER** jack for one-player games: plug an additional Joystick into the **RIGHT CONTROLLER** jack for two-player games. Hold the Joystick with the red button to your upper left, toward the television screen. (*See your owner's manual for further details*).

CONTROLLER ACTION

THE SCOREBOARD

You can personalize the RealSports TENNIS scoreboard by entering your name or your player's name; move the Joystick to select a letter, space ( ), or period (▪) from a scrolling alphabet. When the desired character appears, press the red controller button. When you are finished, select the start arrow (↓) to begin the game. (*See* **Figure 1**).

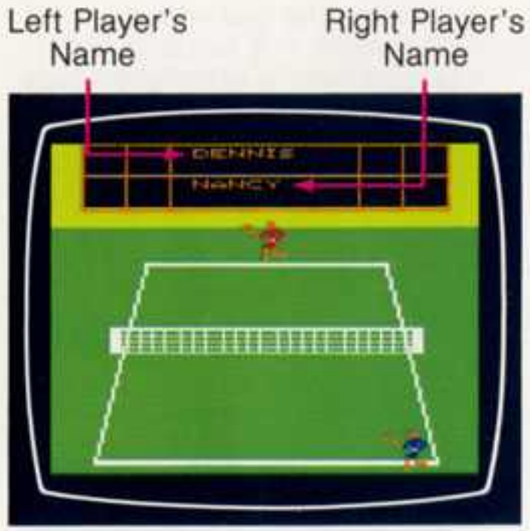


Figure 1 - Personalized Scoreboard

NOTE: If you don't want to program a name into the scoreboard, move your Joystick forward until the start arrow (↓) appears. Then press the controller button. Now get ready to serve!

PLAYER CONTROL

Move your Joystick in the same direction you want your player to run. Press the red controller button to serve the ball. In a one-player game, the computer player waits until you press the red button before serving.

NOTE: In some games, the red controller button is used to swing the racket (*see Section 4,* **CONSOLE CONTROLS,** *under* **DIFFICULTY SWITCHES**).

There are three kinds of shots in RealSports TENNIS: normal, lob, and smash. A normal shot is hit when your player is in a standing position or is moving from side to side; a smash, as your player runs towards the net, and a lob, as your player runs away from the net.

You can angle your shot by hitting the ball with the tip of the racket. The closer to your body the ball is, the straighter the ball will go. In addition, the computer automatically positions the player to hit a forehand or a backhand.

4. CONSOLE CONTROLS

GAME SELECT

Press **GAME SELECT** to choose either a one-player or a two-player game and the speed of the game (**FAST** or **SLOW**). Continue pressing until the game you want to play is displayed on the scoreboard (*see* **Figure 2**).

GAME RESET

Press **RESET** to bring up the scrolling alphabet on the scoreboard; the letter **A** will appear. The game will begin after you enter a name and/or select the start arrow (↓). (*See Section 3,* **USING THE CONTROLLER** *under* **CONTROLLER ACTION.**)

DIFFICULTY SWITCHES

Use the **DIFFICULTY SWITCHES** to select automatic or manual racket control. In position **A**, you must press the controller button to hit the ball; in position **B**, your player will automatically hit the ball.

In single-player games, the right **DIFFICULTY** switch controls the ability of the computer player. Set the **DIFFICULTY** switch to position **A** for a more skilled computer player and to position **B** for a less skilled computer player.

Figure 2 - Game Select

5. SCORING

Scoring is just like real tennis. Players compete for points to win games, sets, and finally, to win the match (*see* **Figure 3**).

Figure 3 - Scoring

GAMES

For each game, points are awarded as follows:

First Point	=	15
Second Point	=	30
Third Point	=	40
Fourth Point	=	Game

To win a game, a player must have a two-point lead. If both players score three points (40-40), the score is called DEUCE. The next player to score a point has the advantage (AD), and must score another point to win the game. If the other player wins the next point, the score becomes DEUCE again. *When the score is DEUCE, a player must win 2 points in a row to win the game.*

SETS AND THE MATCH.

The first player to win six games with a two-game lead wins the set. If the score is six-to-six, a seventh game is added to break the tie. The player that wins two out of three sets wins the match.

6. GAME VARIATIONS

RealSports TENNIS can be played by two players, or by one player against the computer. You can also play at two different speeds—fast or slow (*see the* GAME SELECT TABLE).

GAME SELECT TABLE

Number of Players	Speed of Game
1	Fast
2	Slow
2	Fast
1	Slow

7. HELPFUL HINTS

■ Begin by playing a 1-PLAYER SLOW game. Practice different shots against the computer to improve your tennis skills. Then try mixing your shots to catch the computer off guard.

■ If the other player hits from the baseline, try rushing the net to volley. Then hit the ball at an angle—out of the other player's reach.

■ When your opponent moves to the net, hit the ball to the baseline. Your opponent will have a hard time returning the ball in time. Another tactic is to try to hit the ball past your opponent, down the sidelines.

■ If you are in trouble, try hitting a lob. This will give you time to reposition yourself on the court and may throw your opponent off balance.

■ To start the game quickly: Enter the start arrow (↓) in the scoreboard and press the controller button.

8. BEST SCORES

Name	Date	Score

Name	Date	Score

ATARI PROOF OF PURCHASE

RealSports™ TENNIS

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RealSports™ TENNIS

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